

# BAN JOHNSON SHIFTS AMERICAN LEAGUE MEETING TO WASHINGTON

**TRANSFERS SESSION FROM WINDY CITY; OPENS FEBRUARY 8**

**No Reason Given for the Change—Committee to Draft Schedule Plans**

By RAY HELGESEN.

The annual schedule meeting of the American League, originally scheduled to open in Chicago the fourth of this month, has been shifted to Washington and will get under way February 8 at the Hotel Washington, according to advices from Chicago last night, which stated that Ban Johnson refused to give any reason for his order changing the location of the meeting.

The main business of the winter meeting will be the arrangement of a schedule for the coming season. Johnson, President Heydler, of the National League, and Barney Dreyfuss, of the Pittsburgh Club, compose the schedule committee.

Other business which will no doubt come in for more than a little attention is the draft problem. According to men high up in the American League, Clark C. Griffith, president of the Washington Club, among them, the draft problem, for the good of baseball, meaning both the big and little leagues, must be settled before the beginning of the season if baseball is to thrive.

**Regular Business Scheduled.**

Regular business of the American League will, of course, be transacted at the meeting here. "Regular business" includes the settling of claims of both clubs and players, and the consummation of a number of trades which were pending at the close of the winter. The latter is nothing more than a mere formality as all it will require is the signing of papers, the contents of which already have been agreed to.

President Griffith when asked as to Johnson's probable reason for shifting the location of the meeting was unable or unwilling to advance a reason. It is possible, however, that the American League president was considering the move, as the "Old Fox" admitted over the phone last night that he had been waiting for definite news as to Ban's final decision.

**Griffith Elated.**

Griffith, of course, is naturally elated over the fact that Johnson has decided to hold the meeting here instead of in the Windy City. The "Old Fox" contends, and rightly so, probably, that the meeting will be a big boost for the Capital City in baseball circles. Griffith, in fact, has contended for some years that Washington is the best place to hold the youthful league's winter meeting.

While the magnates are romping through the corridors of the Washington Hotel, it is possible that Griffith will attempt to engineer a trade whereby the Nationals get another twirler to round out Milan's present mound corps. Griffith, himself, has said nothing of his rumored intention to get another seasoned twirler at the coming meeting, but the story persists and the "Old Fox" is a good pitcher would just about "milk" his club to a certain amount of truth to what was in the first place a mere rumor.

Clyde Milan will not come to Washington before the beginning of the season unless President Griffith calls him here to attend the magnate's gathering, according to a statement of President Griffith last night.

Milan is expected to go direct from Texas to Hot Springs, where he will assume his duties as manager.

## NEW ORLEANS ENTRIES

First Race—For 2-year-olds; allowance: six furlongs; Pinquard, 114; St. Angelo, 114; Mildred Lorraine, 114; Kewpie, 114; Dearly, 114; Lady Bess, 114; Mascot, 114; Superbum, 114; Rejection, 114; Golden Fork, 114; Frankendia, 114.

Second Race—Four-year-olds up; claiming: six furlongs; Plain Bill, 109; Bess R. 106; Betsinda, 105; Mildred, 100; Malvolio, 100; Rolo, 102; Heligan, 120; Heligan, 104; Car, 114; T. H. Pendergast, 108; Mark West, 110.

Third Race—For 4-year-olds up; claiming: six furlongs; L. Fleet, 116; Paul Connelly, 112; Rolo, 102; Marie Maxim, 100; Locarno, 108; Cobalt Lass, 105; Jago, 115; Pretender, 114; Ace of Aces, 110; St. Angelo, 114.

Fourth Race—For 4-year-olds up; allowance: six furlongs; Seraphus, 105; Bright Lights, 107; Servitor, 112; Gain De Cause, 107; Rep, 105; Bess R., 106; Servitor, 110.

Fifth Race—For 2-year-olds; handicap: one mile; Costigan, 108; Commander McMeekin, 112; Marsdale, 108; Miriam Cooper, 103; Ashland, 107.

Sixth Race—For 3-year-olds up; claiming: mile and 70 yards; Scotch Verdict, 112; Romeo, 111; Verity, 113; Alibi, 110; Ettahe, 110; Woodthrush, 110.

Seventh Race—For 3-year-olds up; claiming: mile and a sixteenth; Grace King, 97; King Fisher, 112; Sammy Jay, 109; Tulsa, 111; Noredek, 112; Homeward Bound, 104; Lakewood, 109.

Weather clear; track muddy.

## Wrestling Match Tonight.

Joe Turner, Washington wrestling champion, and John Kilonis, middleweight champion, will meet tonight at the Capitol Theater in a finish match, best two out of three falls. Both men will weigh in at 155 pounds at 8 in the afternoon.

Turner, despite the fact that he has been wrestling a dozen years or more, right now is considered as good as he ever was, and unless he flashes a sudden reversal of form should add another scalp to his championship belt.

## Manhattan Reserves Win.

The Manhattan Reserves had little trouble in defeating Company B, National Guard, last evening, 29 to 21.

Manhattan. Positions. Co. B. Acton, R. F. ... Frew ... Huns ...

Field goals—Acton (12), Huns (2), Acton (3), Carver, P. Carver, Thorberg, Huns (3), Irving (2), Hammel, Frew, Gessford, Corby, Jorgensen, Paul, Swain-Arson (1 in 3), Swain (2 in 5), Hammel (1 in 3), Gessford missed 1; Irving missed 1. Substitutions—Thorberg for Huns; Corby for Hammel; Huns for Frew; Jorgensen for Irving; Paul for Corby. Referee—Gunn. Umpire—Seamus. Time—Ten minutes.

**CATHOLIC 'S' BOWS TO V. P. I. QUINT BY ONE POINT MARGIN**

**Brooklanders Lose Lead In Final Minutes of Play; Score, 29-28.**

Failure to "kill time" in the closing minutes after having what appeared to be a safe margin, cost Catholic University a basketball game on the Brookland court last night when the Virginia Poly five, on "trust-to-luck shots" snatched the game out of the fire 29 to 28.

With less than five minutes to go the Brooklanders were out in front with a 28-to-22 lead. Instead of freeing the leather in the backfield, the Brooklanders continued to bombard the basket in an effort to boost their total. Several fumbles and wild tosses gave the ball to the Virginians, and they tested their eyes with marathon shots. Two of these, coupled with one of Rhodes' accurate free throws, put Virginia within 1 point of Coach Rice's men.

**Walker Scores Winning Points.**

On the next play off center, Walker, V. P. I.'s deadly sharp shooter, got the ball "off the tap" and started down the lengthy wooden area. When a few feet beyond the middle of the court he set himself and took a long shot. As the ball dropped through the iron rim, the long shot sounded. It was by far the cleanest, fastest and best exhibition witnessed in the District this season. As the final count indicates, the teams were evenly matched and used the same style of play. Capt. Lynch and Walker were the stars. Lynch's sensational shooting, coupled with Fasse's spectacular floor work, kept C. U. in the lead for the greater part of the game.

For the first few minutes of the game the Virginians were in the lead on Walker's foul tossing. They held a 5-to-3 bulge when Lynch caged a double-break under the basket, in knocking the count total to 16 to 10. Lynch counted four times from the floor and Fasse scored once.

**Virginians Spurt.**

Virginia spurted when the going sent the teams back into action at the opening of the nightcap game after the C. U. guard counted a break it up the figures were tied at 18-all. The V. P. I. tossers switched their tactics in this frame, taking chances on long shots rather than trying to penetrate the "home" defense. The count was also tied at 20-all.

The game continued nip and tuck for a few minutes when C. U. tore loose with an exhibition of rapid fire tossing, making three field goals on shots under or near the basket by Fasse, Lawlor and Lynch. In this scoring bee, Catholic U. added two one pointers to its total in putting the figures at 28 to 22.

Ignoring the shouts from the bleachers to "hold the ball" Coach Rice's men continued shooting and made Virginia a present of the game. Summary:

Catholic U. Positions. Va. Poly. Eberis ... F. ... Carroll ...

## HERALD SELECTIONS.

### NEW ORLEANS.

First Race—Deane, St. Angelina, Lady Boy.

Second Race—Helen Atkins, Belinda, Rolo.

Third Race—Ace of Aces, Marie Maxim, Jago.

Fourth Race—Mulleher, Servitor, Sagamore, Heligan.

Fifth Race—Costigan, Ashland, Commander McMeekin.

Sixth Race—Ettahe, Verity, Scotch Verdict.

Seventh Race—Sammy Jay, Homeward Bound, Tulsa.

One Best—Connelly.

Long Shot—Sammy Jay.

**TIA JUANA.**

First Race—Uranium, Master Franklin, Lela.

Second Race—Tom Caro, Nebraska, Pink Tenny.

Third Race—Evelyn Harrigan, Judge, Lavaga.

Fourth Race—Trumpet Call, Plover, Little Florence.

Fifth Race—Irwin Entry, Star Realm, Veteran.

Sixth Race—Buckhorn 2d, Booneville, Rhymer.

Seventh Race—Lobelia, Goldie Rose, Ringleader.

Long Shot—Irwin Entry (5th race).

One Best—Tom Caro.

**HAVANA.**

First Race—Col. Lillard, Dillard, Altamaha.

Second Race—Midan, Black Baby, Marion Hollins.

Third Race—Blondel, The Beluga, 2d, Molliere.

Fourth Race—Ultimate, Article X, Randal.

Fifth Race—Byrne, Col. Lit. Dan.

Sixth Race—Byrne, Marna, Marcella Boy, Meadowcroft.

One Best—Blondel.

Long Shot—Blondel.

**MEXICO CITY.**

First Race—Foreastall, Bully Bats, Leander.

Second Race—Dr. Zah, Screw Sanders, Ansonium.

Third Race—My Friend Pat, Skooter, Candor.

Fourth Race—Perknap, Louie Lou, Flew Light.

Fifth Race—Olive James, Seal-mont, Winson, Rhymer.

Sixth Race—Aunt Deda, Scarpia, 2d, Northern Belle.

One Best—My Friend Pat.

Long Shot—Perknap.

**Aloysians vs. Diamonds.**

A two-for-one basketball program will be played at Gonzaga Hall tonight. In the feature event the Aloysians will meet the Black Diamonds. The preliminary game will be between the Capitol Silents and Mercury A. C.

## Tedious Pastimes—Waiting for a Telegram.

PHONE FROM HOTEL DESK THAT THERE IS A TELEGRAM FOR YOU

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE

YOU RUSH TO DOOR AS BELL-HOP KNOCKS

MESSAGE WASN'T FOR YOU AFTER ALL SAME NAME BUT INITIALS DIFFERENT. (DISAPPOINTMENT, HOPED FOR EXCITEMENT)

YOU WONDER WHY THE BELL-HOP DOESN'T HURRY -- WHO COULD THE MESSAGE BE FROM?

YOU TELL THEM TO SEND IT RIGHT UP

YOU CAN'T IMAGINE WHO COULD BE SENDING YOU A WIRE

YOU CALL UP CLERK TO ASK WHAT'S HAPPENED TO THE BELL-HOP WITH MESSAGE